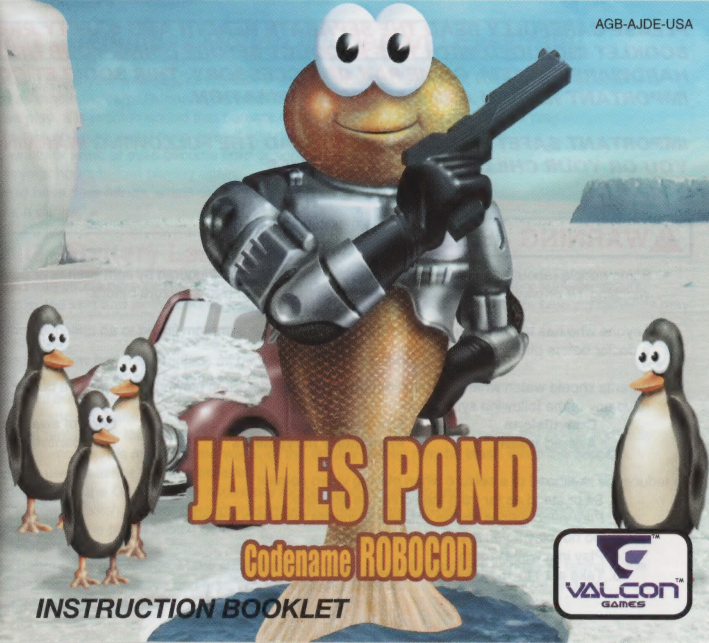


GAME BOY ADVANCE

AGB-AJDE-USA



JAMES POND

Codename ROBOCOD

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE AND NINTENDO DS VIDEO GAME SYSTEM.



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JAMES POND CODENAME ROBOCOD



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Controller Functions



L Button

Not used

R Button

When pressed you can use the Control Pad to look around

A Button

Select a highlighted option
Make James Pond jump

B Button

Activates James' Expandosuit

START

Pauses the game

Control Pad

Moves James Pond in different directions
Used to highlight options on a menu

Getting Started

Insert the Game Pak in the Game Boy Advance and turn the system on. Select the language you want with the Control Pad and press the A Button.



OCEANIC TIMES 23rd December 2005

MAYBE TAKES OVER TOY FACTORY AND HOLDS WORLD TO RANSOM



In a new bid for world domination, the evil Doctor Maybe has taken over the main North Pole-based toy factory and has sabotaged many of the toys destined for homes throughout the world this Christmas. As of yet, we do not know his demands, but world leaders are meeting as a matter of urgency to discuss the situation in an effort to avert his treacherous threats.

Government spokesmen have not been available for comment; however, we do know that the Prime Minister has cancelled all meetings and this morning left for Washington where it is believed he will be meeting with the President and other world leaders.

Rumors emerged from Whitehall last night that security services have been put on alert and that the highly secretive and successful F.I.5.H. underwater espionage agency has been contacted. Doctor Maybe strikes dread in the hearts of us all, but having been thwarted in the past by F.I.5.H., it was believed that he had given up all hope of future dastardly activities. It seems, however, that his earlier failures have made him more determined than ever to

dominate the world stage.

President of North Pole Toys Inc. Mr. S Claus, who narrowly escaped from Maybe's evil clutches and first brought the news to the Oceanic Times said last night, "This is terrible news, our whole year's supply was ready for dispatch when we were overwhelmed by Maybe and his gang." Pressed further by our top reporter Lewis Lean, Claus said that he had little faith in world governments to solve the problem and that the only way to ensure world safety this Christmas was to let F.I.5.H. deal with the problem.



Lewis Lean, the only known person outside of World leaders to have made contact with F.I.5.H., speculates that they will have to put their top agent onto the case, James Pond. He has had dealings with Maybe before and knows how his evil and dastardly mind works. However, Pond has been out of circulation for a while since his last encounter with Maybe and is rumored to have been involved in a highly intensive training program.

We will keep you informed on any further developments. In the meantime, the world waits with bated breath for Maybe's next move. It seems that our only chance now lies in the capable fins of the aquatic super hero, James Pond.

Wherever you are Pond, our hearts are with you!

MISSION BRIEFING

TOP SECRET

BRIEFING DOSSIER READ AND THEN DESTROY

To: James Pond

Codename: RoboCod

Section: Oceania 007

From: "F"

Section: F.I.5.H. Headquarters

Date: 23.12.02

Pond:

Dr. Maybe is back! We have learned from Washington and the Kremlin that he has taken over the central toy factory on the North Pole and fitted the elves with tiny but lethal explosive charges. If they are not diffused within 48 hours they will not be able to stop the sabotaged toys from being distributed throughout the globe, wreaking havoc throughout Christmas.

Your mission is tough but straightforward. Infiltrate the factory and render the elves safe.

Here are your mission assignments. They include all the information we've been able to obtain from our spies inside the factories. Remember, we don't have the keys to each factory, but when you rescue the toys in one factory, then Maybe's short-circuited security system unlocks the next door for you!

We have been informed that there is a factory section, hidden on the blueprint plans of the castle. We can give you no information of its whereabouts, but this section must be found to fully complete your task.

You will need your new RoboCod Expandosuit to aid you in your mission, so dust it off and grease it up!

GOOD LUCK!

"F"

The Missions

RESCUE MISSION ONE: A SPORT TO CATCH A MACKEREL!

Jump over ping-pong bats and volleyballs, then stretch high above the giant boxing gloves and golf clubs to clobber Dr. Maybe's servants of destruction. If you're lucky enough to find a car, just jump in the driver's seat to use it!

RESCUE MISSION TWO: CUDDLY, CUTE AND CANNONTANKEROUS!

Rescue sinister stuffed bears and horrified hippos before Dr. Maybe devours them! Pond, there may be an airplane hidden somewhere. Use it wisely.

RESCUE MISSION THREE: BIG TOP, BIG HOP!

Big tops and clowns turn into big problems and frowns in Dr. Maybe's circus! We were not able to obtain any secret information about this factory, so you will have to complete this mission on your own.

RESCUE MISSION FOUR: BATTY BORED GAMES!

Vicious chess pieces and foul dominoes abound in the board games factory. Use your super stretchability to reach secret areas and keep the upper hand.

RESCUE MISSION FIVE: BUBBLES AND BATHTUBS!

Slippery opponents such as secret submarines and lethal fish thugs are out to get you in the bath-toy factory! There may be a modified bath that you can utilize somewhere in there, but watch your step!

RESCUE MISSION SIX: MUSIC MAESTRO PLEASE!

Stereo systems, paintbrushes and typewriters were never as unfriendly as this! Work your way through this factory of the arts and don't waste time.

RESCUE MISSION SEVEN: CASTLE CASTELLATIONS!

Run across blocks and escape angry flowers to get over the obstacles outside the castle. Leap on castle windowsills to reach the top of the castle and save the toys! Flowers only attack when you get too close, so try to stay as far away from them as you can!

RESCUE MISSION EIGHT: CRAZY CARS AND CRANKING COGS!

Model trains, hungry cars, and crazed wind-up dolls chase you through the ins and outs of the mechanical toy factory! Remember, Dr. Maybe has a screw loose so stay on the tips of your fins! Use the dolls and small trains to bounce up to the goodies out of reach.

RESCUE MISSION NINE: STICKY SWEETS AND KILLER CAKES!

All the world's holiday cakes, sweets and biscuits are made here in Santa's confectionery factory. Battle half-baked cherry Pie Soldiers to make the sour sweets edible again. You may find the umbrellas useful, but do be careful Pond! You're almost ready to confront Dr. Maybe!

Good luck RoboCod.

Menu Screen

When you start up the game you will need to select your country's flag so that the correct language is used. After the animation that follows, you will be presented with the main menu screen. From here you can start a new game, continue an old game, or change the game options.

New Game

Selecting 'New game' with the 'A' Button starts Pond off on his first mission outside Mr. S. Claus' toy factory.

Continue Game

If you select 'Continue game' with the 'A' Button you will be asked to enter your level code. A level code/password is given to you when you complete a theme or defeat a super toy. Remember to write this



down somewhere so you can continue your game next time you turn your Game Boy Advance on! Once you have entered your level code/password select the green check with the 'A' Button to begin. If you make a mistake, select the red arrow with the 'A' Button to delete one character. You can exit this screen and go back to the main menu by pressing the 'B' Button.

Options

If you select 'Options' with the 'A' Button you will be able to choose from a few options.

The 'Control Style' option controls which button in the game makes you jump (the other will automatically become the stretch button). Press the Control Pad Left or Right to change the option. This manual assumes that the default 'A' Button is used for jumping.

The 'Music volume' option controls how loud the music is in the game. Press the Control Pad Left or Right to change the option.

The 'Credits' screen is selected by pressing the 'A' Button and this will list the names everyone who worked on this game. Press the 'B' Button to exit this screen.



How to Play

RoboCod, we think that your Expandosuit will take some getting use to, so we've compiled this short list of instructions to help you adjust quickly.

Moving around

To move around, use your Control Pad to move Left and Right, and push the 'A' Button or press Up on the Control Pad to jump and bounce around.

Stretch Yourself

Press the 'B' Button to stretch up. If you extend to a ledge, release the 'B' Button to grab it and your body automatically snaps up! Then press the Control Pad Right or Left to move sideways. To drop down, push the Control Pad Down. If one of Maybe's Meanies bites your tail while you're stretching, you'll snap back down, so time your stretching carefully (for long distance stretching, try wiping out the Meanies around you before you begin stretching).

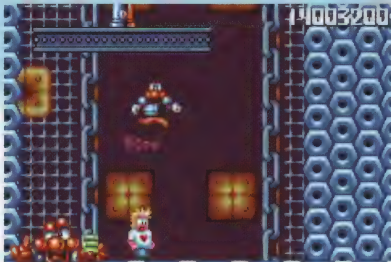


Mash Maybe's Meanies

To land on a Meanie, push the Control Pad Up to jump up and Right or Left to position yourself over them. Push the Control Pad Down in mid air to compress RoboCod and mash the Meanie when you land on it. Some Meanies only need one hit, but others take more hits before they disappear. Push the Control Pad Up or press the 'A' Button as you land on a Meanie for an extra high rebound!

Look Around

To look around, press the 'R' Button and then use the Control Pad to move the screen around. In this way you can look for any nasty surprises that may await you off-screen.



What you see

Each factory is guarded by Dr. Maybe's El-Cheapo security system. Why is it so cheap? Because it doesn't work in the frozen wasteland of the Arctic. The system has short circuited, allowing you to pass freely from one factory to the next, but only in order from the ground up.



Barber Pole Exits

To exit most rooms, walk to the Barber Pole Exit when it's flashing. Sometimes you'll have to collect all of the Elf Bombs in a room before the exit flashes, sometimes you won't (in a secret bonus room, for instance, the exits are always flashing).

In-Game Menu Screen

If you press Start the game will pause, and you'll be given two options: 'Continue' or 'Exit'. Selecting 'Continue' unpauses the game and you can continue playing. The 'Quit' option will exit the game and return the player to the opening sequence which leads back to the main menu.



Bonus Block

Bump these blocks from underneath and collect the surprises inside for extra points. Watch out for the black bottles of poison!



Remaining Chances

In the bottom left-hand corner of your screen, RoboCod tells you how many chances you have left to finish the game. In one hand, RoboCod counts down your chances to catch Dr. Maybe. In the other hand, he holds batteries for the Expandosuit. Each time one of Maybe's Meanies touches you'll lose a battery. When you're out of batteries, the suit stops working and you lose a chance. Stock up on batteries by collecting stars. You have a maximum of four lives and five batteries.



Bonus Rooms

Every level has a bonus room. To get to it, you must collect all 3 golden bells on the level. If you collect all three you will be automatically transported to the bonus level after finishing the normal level. You get more time in the bonus level by collecting clocks and watches in the normal level. When your time runs out, or when you touch an exit pole, you will continue to the next level.



Elf Bombs

Dr. Maybe's bombs have been attached to the hard working elves of Mr. S Claus' factory. There are between one and twenty Elf Bombs on each level and you must rescue all of the elves before the Barber Pole Exit flashes. There are no Elf Bombs in bonus rooms.



Hidden Treasures

Power Stars

Pick up Power Stars for an extra Expandosuit battery.

Bullet-proof Armor

Dr. Maybe has scattered suits of armor around different areas of the factory. When you discover a suit of armor, pick it up for temporary protection.

Wing Attachments

Before our scientists could attach your wings, Maybe's Meanies stole them and took them to different places around the factory. When you pick them up, press 'up' on the Control Pad or press the 'A' Button to fly, and left or right to move sideways.

Golden Ankhs

Pick up a Golden Ankh for an extra life.

Umbrellas

When you fall, you fall fast and hard - that's the price you pay for wearing a ton of steel. Pick up umbrellas you find along the way to slow your fall. To maneuver mid-fall, just move Control Pad Right or Left.

Special Hint

Special Hint for very Special-Agents

Our scientists have discovered a very rare characteristic of the gifts produced by North Pole Toys Inc.! Because of the way they are magically produced, there seems to be a way to unlock the magical powers within them and use them in your mission! Because of the short period of time since this discovery, our scientists don't know exactly how to reveal the powers hiding in the gifts. What we know for sure is that there is a connection between the gifts collected and the order they are collected in. We think you will notice the effect of a correct combination after you find one. So keep trying to discover more about this mystery because it will assist your efforts in defeating Doctor Maybe.

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